# VESERAB

*10-feet long and totally eyeless, the veserab is a horse-sized lamprey with long, leathery wings. These creatures stalk the night skies and haunt the dark places of the world.*

**Wild Beasts.** Veserabs are may be horrifying in appearance, but they are a natural part of the animal kingdom in places like the Shadowfell. They form pairs or small flocks, each one led by its largest female member. These matriarchs keep the others organised and enjoy the lion's share of any prey the pack hunts together, at least until another more successful specimen challenges her for her place at the head of the pack.

**Peculiar Mounts.** These flying beasts are regularly domesticated and trained as mounts for the more privileged members of society in the Shadowfell. Shada-kai are known to ride the creatures both as a form of convenient

transportation and as partners in bloody battle. The veserab's natural abilities and stealthy nature make them the perfect mount for a competent and subtle rider.

**Winged Predators.** Wild veserabs will attack anything they think they can kill and eat, however, they will not fight to the death. Like many other large predators, if a fight turns out to be more than they bargained for the creature will back off and find itself some easier prey. The creatures hunt together, using their echolocation to coordinate complex traps where the prey is herded by harrying attacks into a corner that allow the veserab pack to take turns picking away at their target.

# Veserab

*Large Beast, Unaligned*

**Armour Class** - 15 (natural armor)
**Hit Points** - 76 (8d10 + 32)
**Speed** - 20 ft., fly 120 ft.

**STR** 19 (+4)
**DEX** 16 (+3)
**CON** 18 (+4)
**INT** 2 (-4)
**WIS** 16 (+3)
**CHA** 5 (-3)

**Skills** Perception +5, Stealth +5
**Senses** blindsight 240 ft., passive Perception 20
**Languages** -
**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

## Traits

***Pounce.***
If the veserab moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the veserab can make one bite attack against it as a bonus action.

***Echolocation.***
The veserab has advantage on Wisdom (Perception) checks that rely on hearing. If it is unable to hear, the creature is blind.

# Actions

***Multiattack.***
The veserab makes three attacks, one with its bite and two with its claws.

***Bite.***
*Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.
*Hit:* 9 (1d10 + 4) damage and the target is grappled (escape DC 14).

***Claw.***
*Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.
*Hit:* 8 (1d8 + 4) damage

***Noxious Breath (Recharge 5-6).***
The veserab exhales a black cloud of noxious fumes, filling the area in a 20-foot cone. The area becomes heavily obscured and living creatures in the cloud must succeed on a DC 14 Constitution Saving Throw at the start of their turn or become incapacitated until the start of their next turn. The fumes remain for 1 minute and the veserab is immune to the effects of the fumes.